

Ke'Isban Planetary Force Army List 1.2 (Experimental)		
Ke'Isban have a strategy rating of 3 Crisis, Hazard, R'Varna, Y'vabra, Ripide, Manta initiative 1+ All other formations 2+		
Ke'Isban Planetary Force		
Ke'Isban Core Formations		Upgrades
Ke'Isban Swift Protector Wing Cadre	4 XV9, Shai'd	250
	4 XV9PSR , Shai'd	250
	4 XV9-01, Shai'd	275
	4 XV9-04, Shai'd	275
Ke'Isban Fire base Support Cadre	4 XV88 Broadside ,	300
	1 Ke'Isban XV107 R'Varna	
		XV9, XV8 , XV109, XV25, Shas O, Marker Drones, Gun Drones
		Gun Drones, XV107 Shai'd

Ke'Is'han Support Formations			Upgrades	
Three for each support formation				
Drone-Net VX1-0	4 Gun Drones, 2 Sniper Drones, 2 DX-6 Remora	175	Marker Drones	
Ke'Is'han R'Varna Cadre	3 Ke'Is'han XV107 R'Varna, Sha'e'l	350	XV107's Sha'e'O	
Ke'Is'han Hunter Cadre	6 Ke'Is'han fire warriors , 3 Gun drones Or 4 Ke'Is'han fire warriors, 2 Devilfish, - 4 Gun Drones	200	Ethereal, Bonded team, Fire Warriors , Ion Head, Fusion Heads,XV109, Marker Drones , Skyray, Pathfinders	
	4 Ke'Is'han Fire Warriors, 2 Path finders, 3 Devilfish	250		
	4 XV78 Crisis, 1 Ke'Is'han XV107	300		
	5 XV78 Crisis suits	250		
Retaliation Cadre	4 XV25 stealth suits, Sha'e'l	225	Sha'e'l, Sha'e'O , XV78s, XV15, XV25, Gun Drones	
Nighthunter Stealth Group	3 Ion or Fusion Hammheads, 1 Skyray Or 4 Hammerhead Railguns	225	XV25, Gun Drones	
TX7 Interdiction Cadre	4 Fusion Hammerheads, 1 DX-6 Remora	250	Ion Heads, Fusion Heads, Rail Heads, Skyray, DX-6 Remoras	
	3 Hammerhead Railguns , 1 Skyray	275		

Air and Heavy Ground Support		
Up to one third of the total points may be spent on Air and Heavy Ground Support		
Ke'ishan KX139 Supremacy	1 Ke'ishan KX139	325
Tiger Sharks Squadron	2 Tiger Sharks	175
Barracuda Squadron	3 Barracudas	200
Orca Dropship	1 Orca	150
Spacraft	Protector Class Cruiser	200
Manta Dropship	Manta	575
AX-1-0 Squadron	2 AX-1-0 Tiger Sharks	350

Upgrades
XV104 Ripides, XV88 Broadbides
Gun Drone Squadron, DX-6 squadron
None
None
None
None
None

Upgrades			
Sha'O	Replace a Sha'e'l with a Sha'O character +75	Sniper Drones	Add 2 Sniper Drones +25
Sha'e'l	Add a Sha'e'l character to the formation +50	Ion Heads	Add 2 Ion Hammerheads +75
Ethel	Add a Etheral character +50	Fusion Heads	Add 2 Fusion Hammerheads +100
Bonded Team	Formation gains the effect of "Leader" +25	Rail Heads	Add 2 Railgun Hammerheads +100
Fire Warriors	Add 2 Firewarriors +50 or Add 2 Firewarriors 1 Devilfish +75 or Add 4 Firewarriors +100 or Add 4 Firewarriors 2 Devilfish +125	Slyray	Add a Slyray +100
		XV9s	Add 1 XV9 +50 or Add 2 XV9 +75
Pathfinders	Add 2 Pathfinders 1 Devilfish +100	XV8s	Add 1 XV8 +50 or Add 2 XV8 +75
Gun Drones	Add 2 Gun Drones +25	XV88 Broadbides	Add 2 XV88 +100 or Add 4 XV88 +175
Marker Drones	Add 2 Marker Drones +50		
DX6-Remoras	Add 2 DX6-6 Remora +100	XV15s	Add 2 XV15 +75
Drone Squadron	6 Gun Drones +100 or 4 DX-6 Remora +200	XV25s	Add 2 XV25 +100
XV107	Add 1 XV107 R Varna +100	XV25 Upgrade	Replace three XV15 with three XV25 +50
Tetras	Add 2 Tetras +50	XV109	Add 1 XV109 Y Vahra +100
Piranhas	Add 3 Piranhas +75	XV104 Ripptides	Add 2 XV104 Ripptides +200

Special Rules
<h3>Coordinated fire</h3> <p>The Tau are masters of ranged warfare and have several very experienced riflemen and specially equipped troops that are able to lead other Tau in on an attack, expertly directing their fire against the foe. Thus, Tau are especially adept at outflanking enemy formations and attacking them from several sides with their deadly coordinated fire. Some units are noted as being able to act in coordinated fire. These units can order up to two other formations within 15cm that have not taken an action this turn, and which are not broken, to follow their own formation when they take an advance, double or sustained fire formations don't have to stay within a given distance of each other and will complete their actions one after the other. Each formation action is declared and resolved (including testing to see if the target formation is broken) before moving on to the next Tau formation. Note that units with this ability confer the Coordinated Fire ability to any formation that they join. For example, Pathfinder formation purchased to be added to a Fire Warrior Cadre, adds the Coordinated Fire ability to all units in the Cadre.</p>
<h3>Markerlights</h3> <p>Markerlights are devices carried by many types of Tau infantry and vehicles. They allow their user to mark out enemy targets electronically, so that they can easily be targeted and engaged by other friendly units. Some Tau weapons, such as Senger missiles are self-guided projectiles that can only be fired on targets marked by a markerlight.</p> <p>All enemy formations with at least one unit within 30cm range and Line of Fire (LOF) of at least one Tau unit with the markerlights ability are considered marked. When shooting at a marked formation, all ranged firepower attacks add +1 to their hit-roll.</p>
<h3>Tau Jet Packs</h3> <p>Tau Battlestaves and Drones make use of powerful and sophisticated jump packs. These allow them to pounce on the enemy and strafe them before retreating again out of range of the survivors' retribution.</p>
<h3>Tau Deflector Shields</h3> <p>Tau deflector shields work in a different way to Imperial or Ork shields in that they do not absorb the incoming energy, but are shaped and positioned in such a way as to deflect the incoming fire (hence the designation). A further noteworthy trait is that the shield's response will be proportionally more powerful with the energy of the attack.</p> <p>Tau deflector shields work like an invulnerable save in all respects, except that this invulnerable save is always at 5+.</p>
<h3>Tiger Shark Drone Transport</h3> <p>Tiger Shark Squadrons may be given a Drone formation to transport. Transported Drone formations may be split across multiple Tiger Sharks as an exception to the normal aircraft transport rules. The Tiger Sharks cannot land, make an engagement, or embark units, but can disembark transported Drones after an approach move. The Drone formation may shoot when it disembarks as normal (see Transporting Ground Units), and counts as having activated for that turn. After this initial deployment the Drones are a completely independent formation. Drones being transported by Tiger Sharks do not generate blast markers for being destroyed until after they are disembarked.</p>

Coordinated fire?